Assignment #3 - Diegetic UI Element

INM405SCC - Taemin Kim

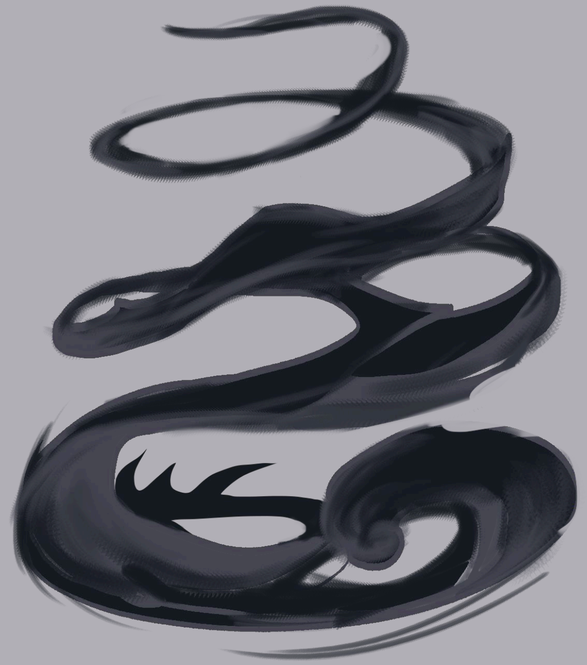
1. Design Concept Overview

- Concept Explanation: When a skill is cast, the skill icon is immediately engulfed in a shadow. During the cooldown period, the shadow remains, fully covering the skill. As the cooldown progresses, the shadow effect gradually fades, visually indicating that the skill is recharging.

- Immersion Elements: Instead of a traditional cooldown timer, the gradual disappearance of the shadow effect naturally communicates the skill’s availability in a more immersive way.

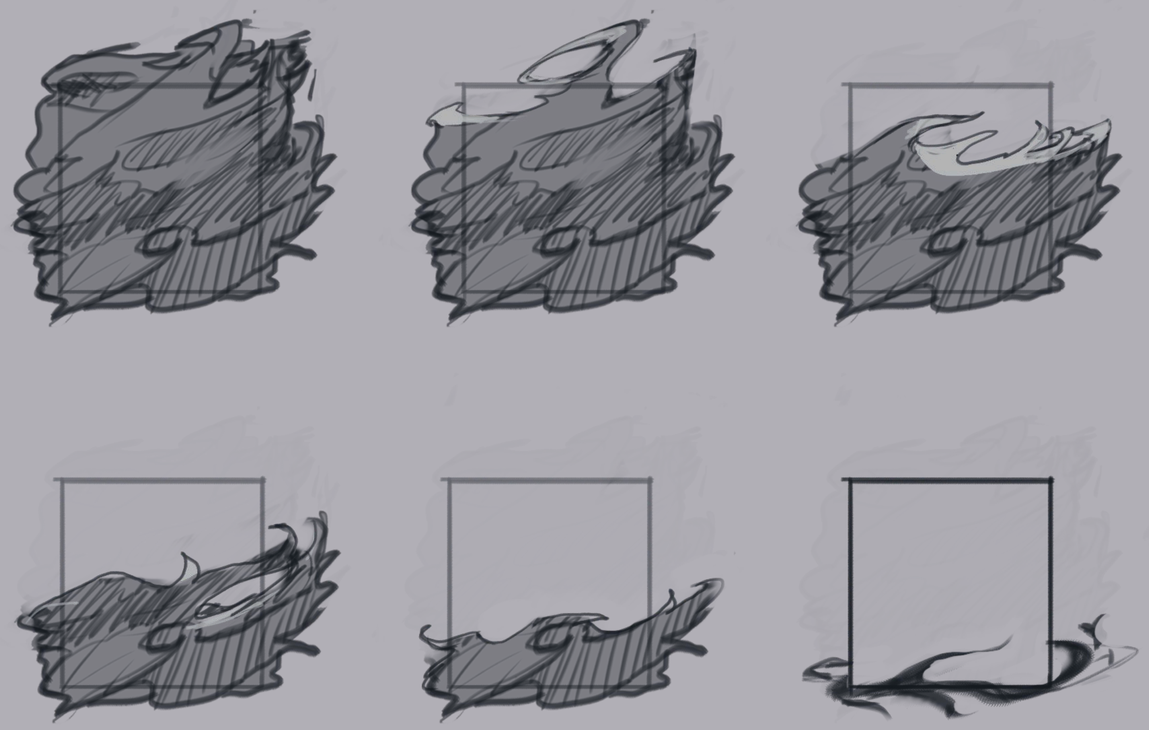
2. Idea Generation Process (6+ Visual Equations)

Visual Equation 1:
Initial sketch – skill icon completely covered by a shadow after casting.

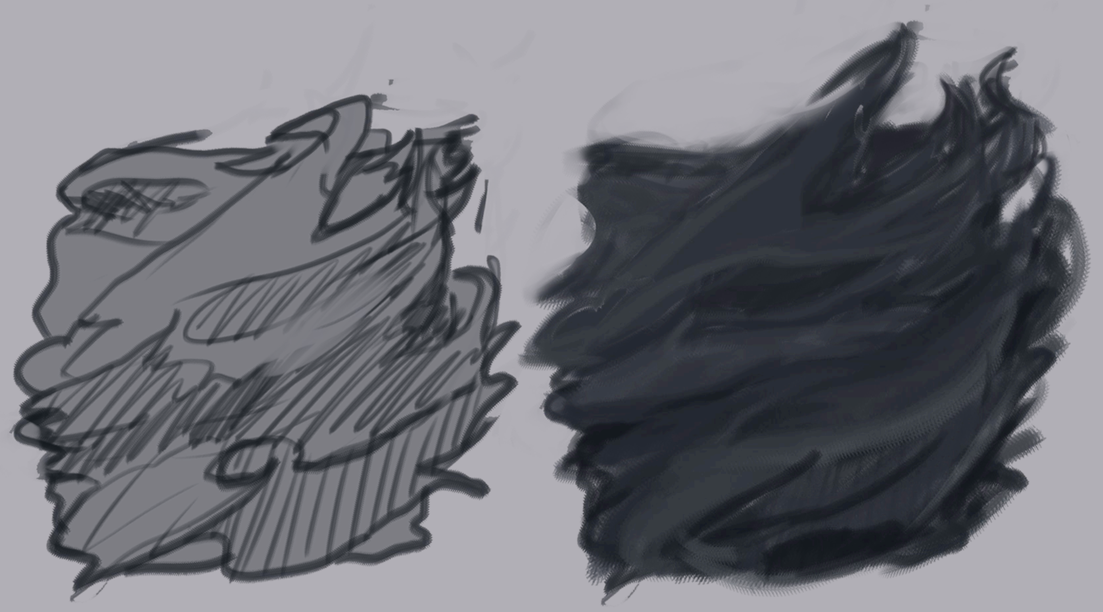


Visual Equation 2:
Basic ideas for the shape and thickness of the shadow.

2. Idea Generation Process (6+ Visual Equations)

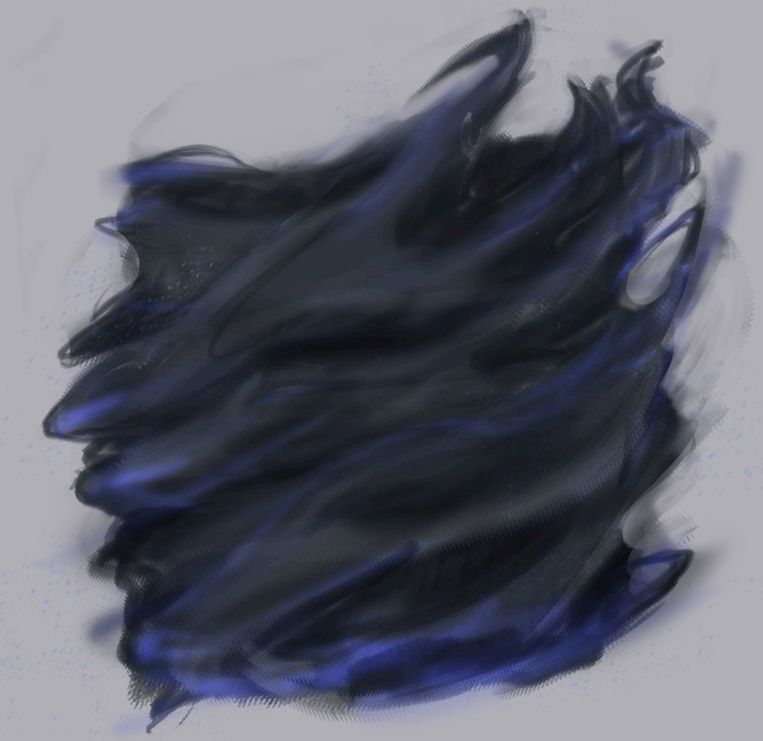


Visual Equation 3:
The shadow’s transformation over time as cooldown progresses.

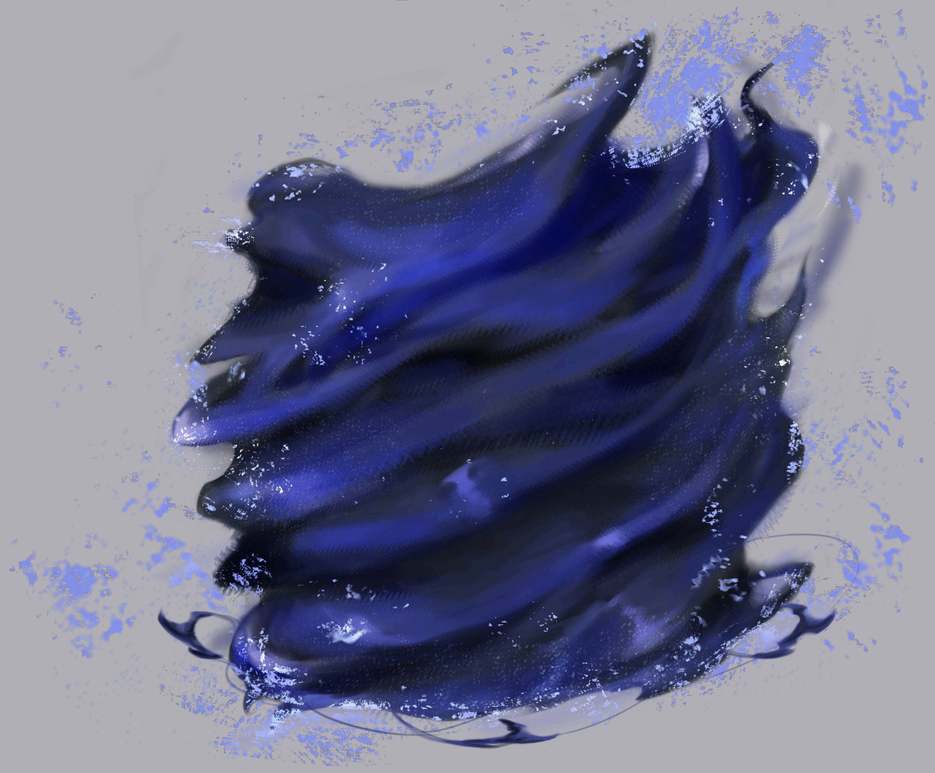


Visual Equation 4:
Adding smooth gradient effects to the shadow for a more natural fade.

2. Idea Generation Process (6+ Visual Equations)

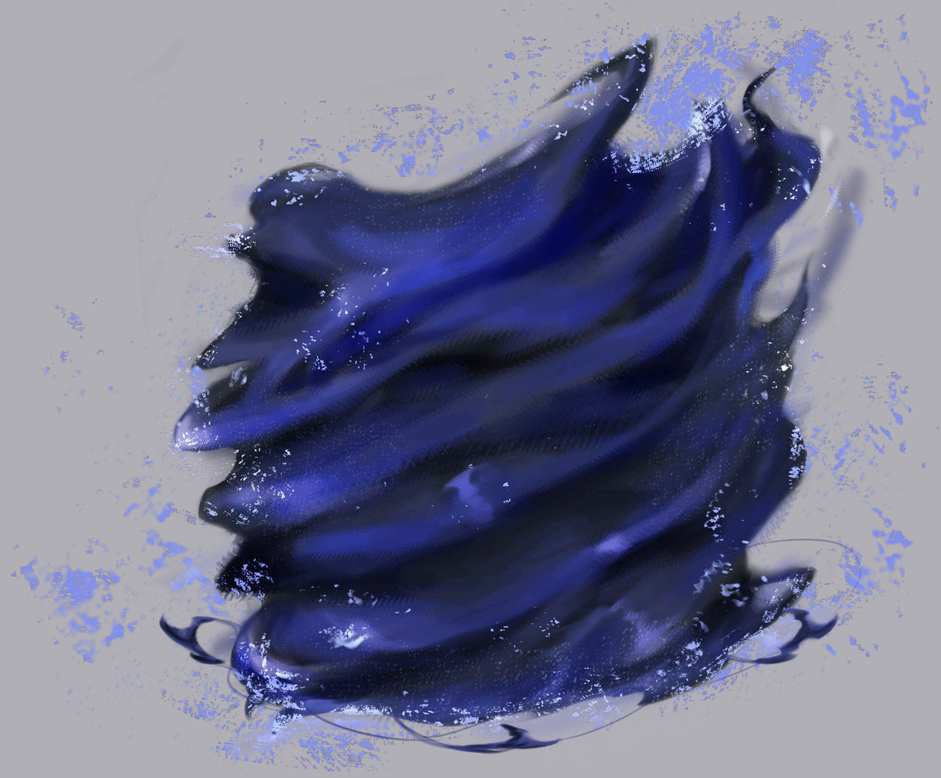


Visual Equation 5:
Additional immersive elements like subtle light particles appearing as the skill becomes available.

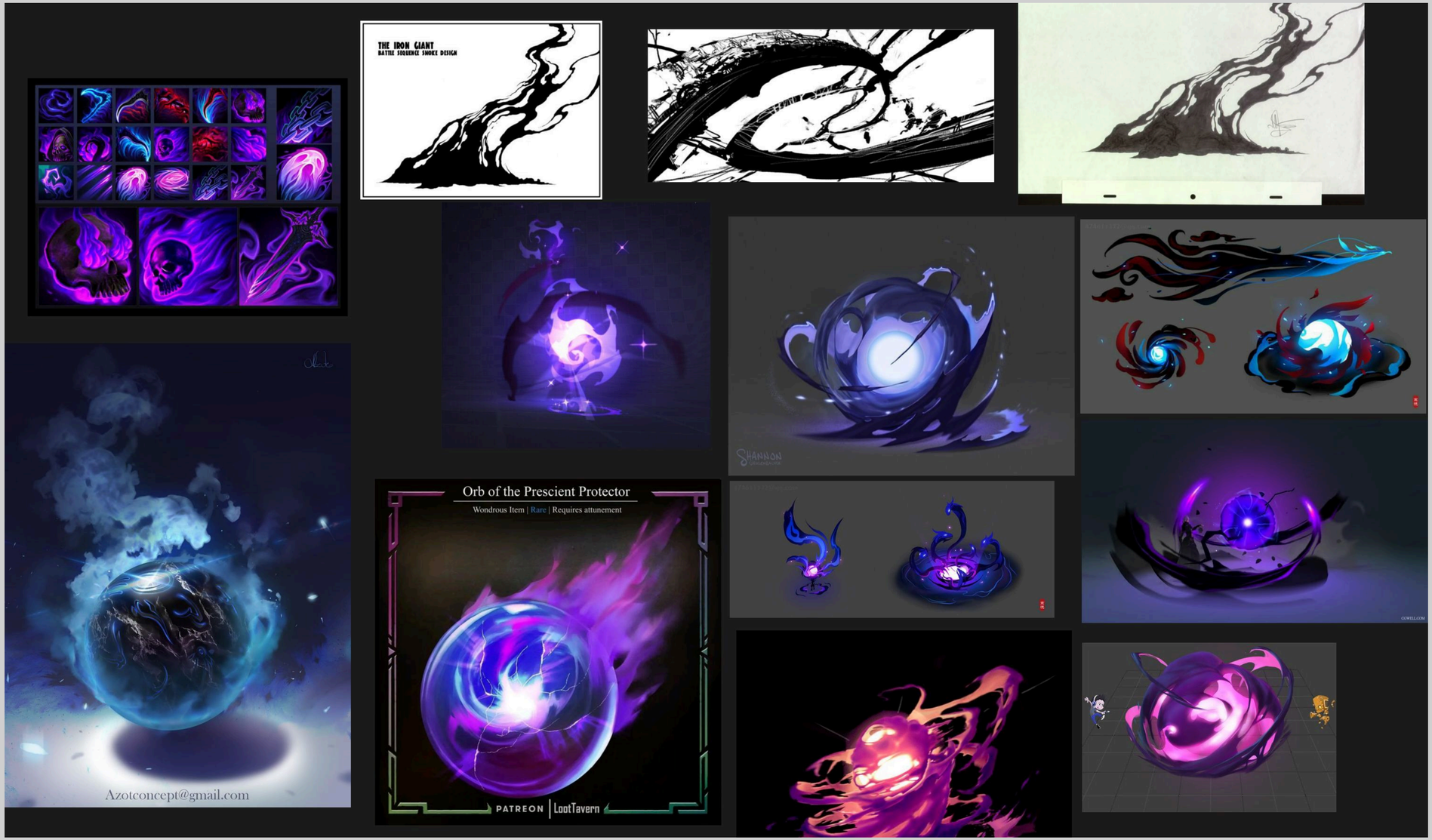


Visual Equation 6:
Final refined sketch integrating all elements.

3. Final refined sketch



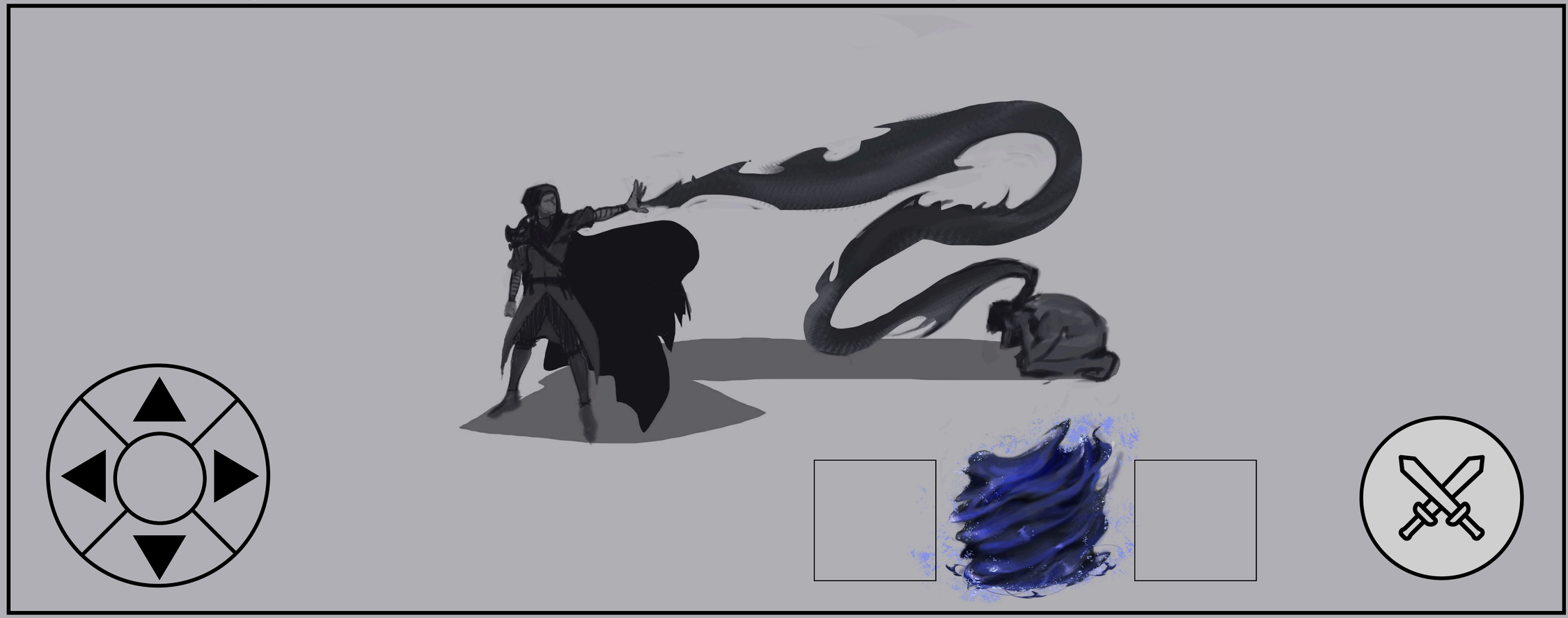
4. Reference Images & Inspiration Documentation



5. Storyboard Creation

Storyboard Panels:

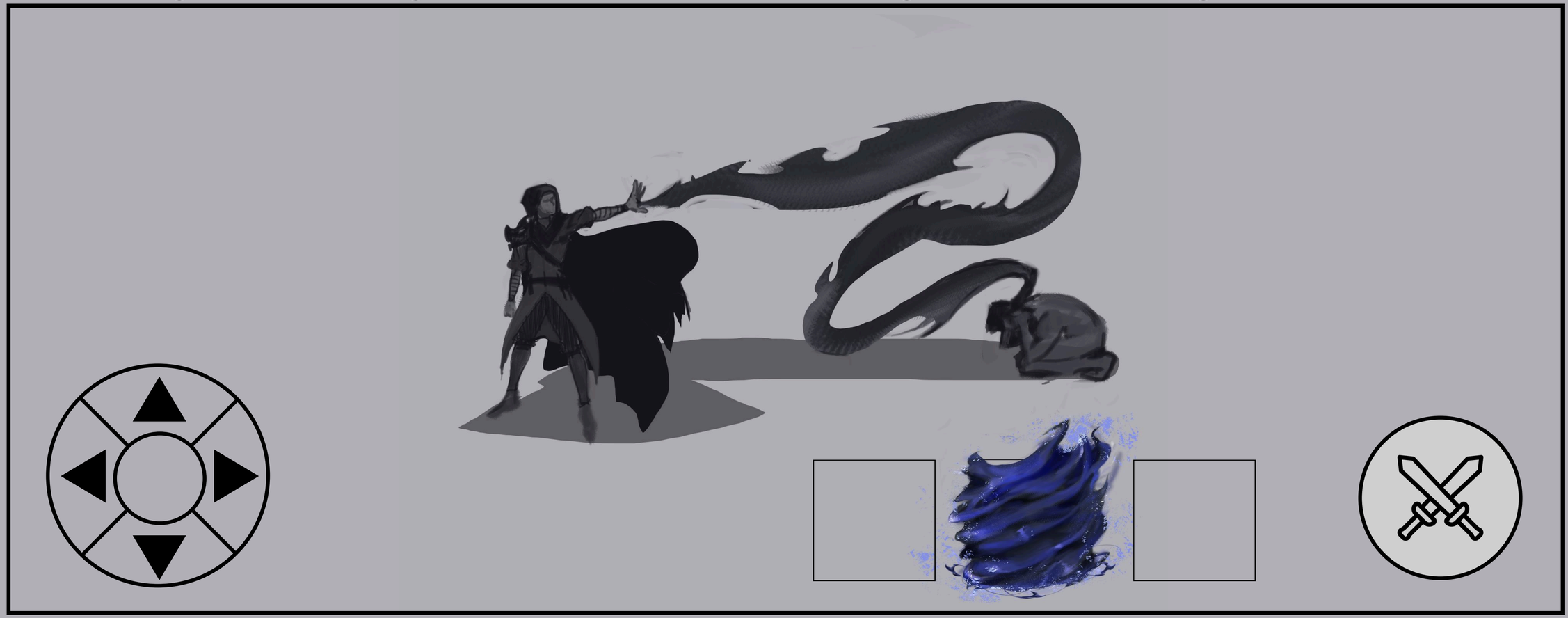
Panel 1: The player casts the skill – the skill icon becomes fully covered in shadow.



5. Storyboard Creation

Storyboard Panels:

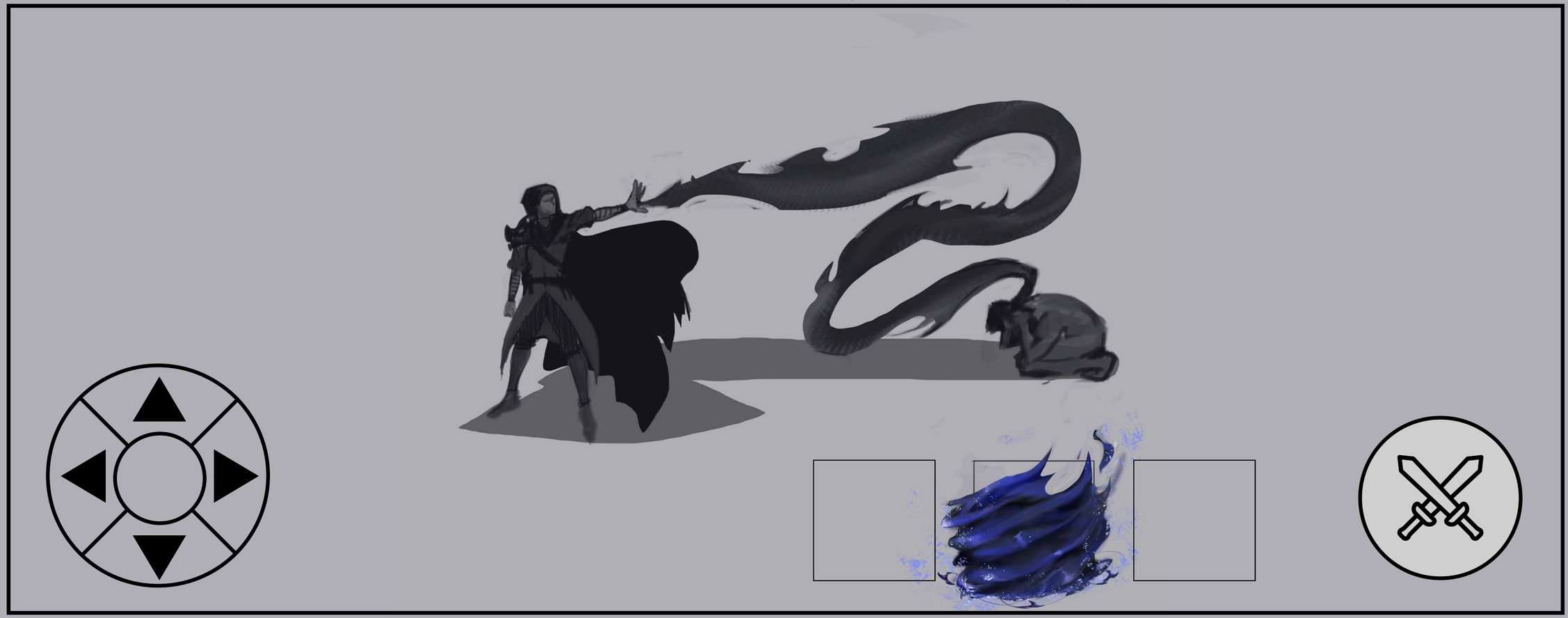
Panel 2: Right after casting – the shadow remains covering the skill, indicating cooldown.



5. Storyboard Creation

Storyboard Panels:

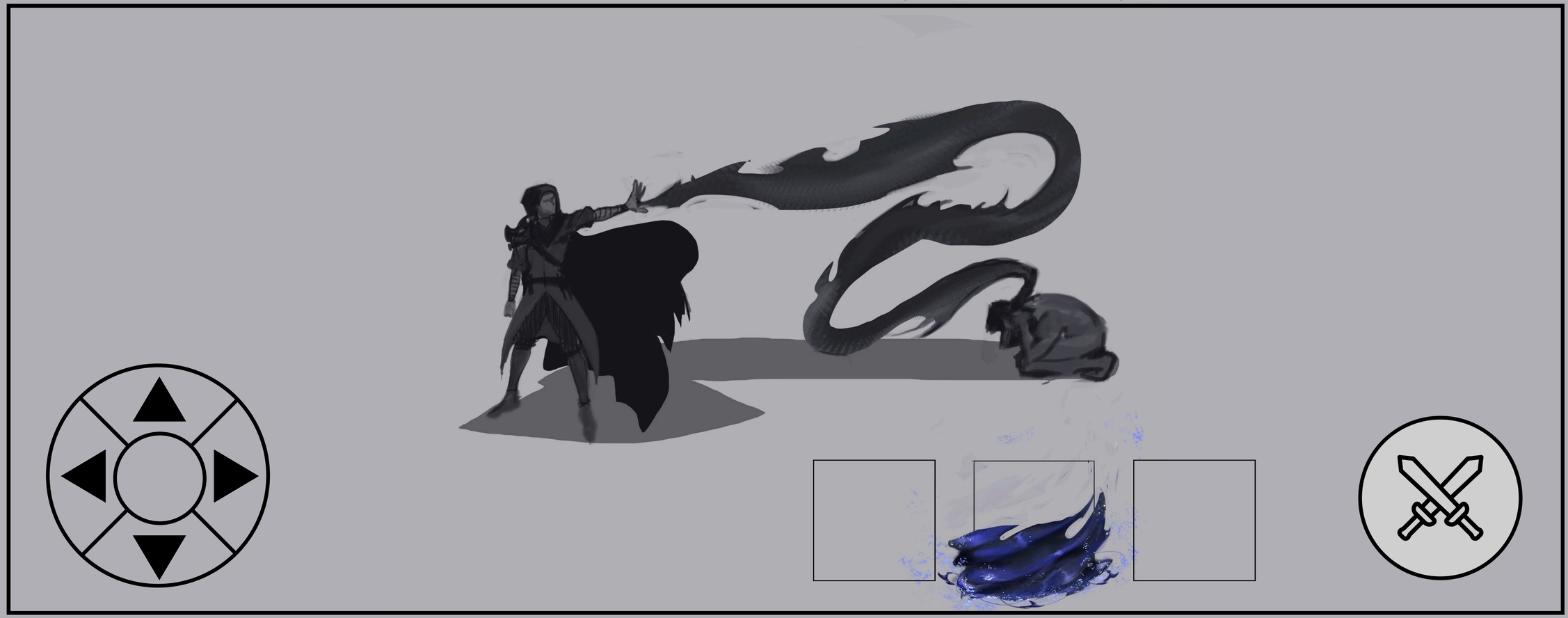
Panel 3: Mid-cooldown – the shadow starts to fade slightly, revealing parts of the skill icon.



5. Storyboard Creation

Storyboard Panels:

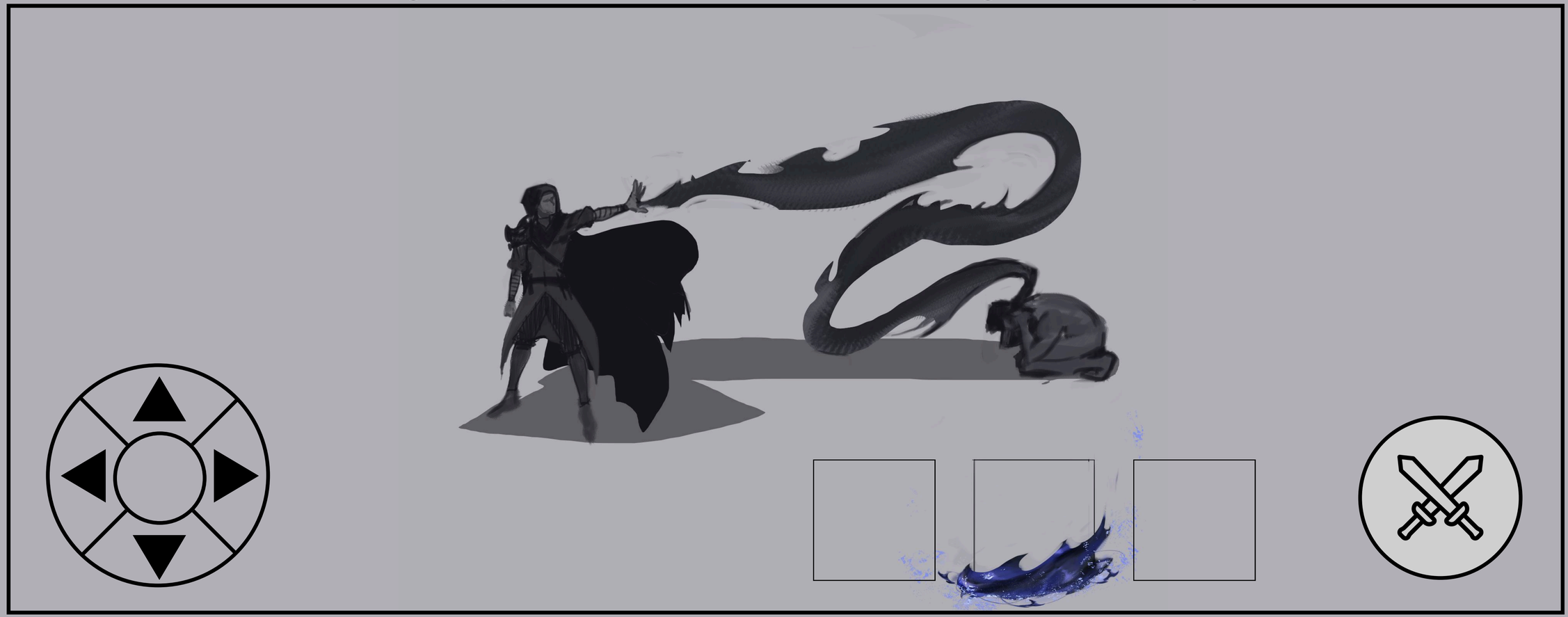
Panel 3 - 2: Mid-cooldown – the shadow starts to fade slightly, revealing parts of the skill icon.



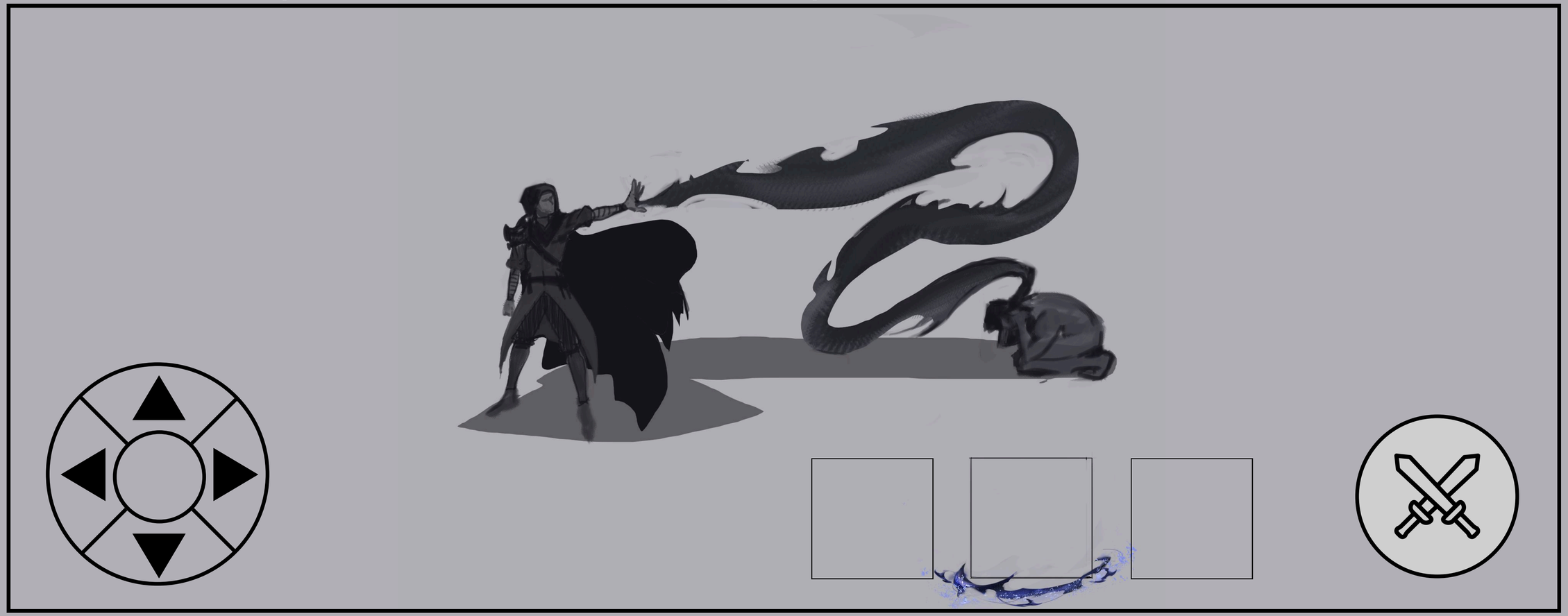
5. Storyboard Creation

Storyboard Panels:

Panel 4: Cooldown nearing completion – the shadow is almost gone, showing most of the skill icon.



5. Storyboard Creation

Storyboard Panels:

Panel 5: Skill ready – the shadow effect is completely removed, and the skill is available for use.